

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

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- Pour une version française de ce manuel, veuillez aller sur le site www.nintendo.com/consumer/manuals.html ou appeler le 1-800-255-3700.
- Para obtener la versión de este manual en español, visite nuestro web site a www.nintendo.com/consumer/manuals.html o llame a 1-800-255-3700.

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⚠ WARNING

PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THE GAME BOY ADVANCE OR GAME PAKS BEFORE USING THIS ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

- Sit or stand as far from the screen as possible.
- Play video games on the smallest available television screen.
- Do not play if you are tired or need sleep.
- Play in a well-lit room.
- Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

1 About the e-Reader

Thank you for purchasing the e-Reader™ accessory for the Game Boy® Advance system. This accessory allows you to scan special cards printed with a unique "Dot Code" and use the encoded information in many different ways, from loading entire games into your Game Boy Advance to unlocking special items in games or displaying data or animation.

Please note that the type of information, how the information is used, and what type of connection system is used will be different for each set of e-Reader cards. Be sure to read the e-Reader card packaging and instructions before using them with this accessory.

Please carefully read this Instruction Booklet, and review the Game Boy Advance Instruction Booklet and separate Precautions Booklet that is included with the Game Boy Advance system or Game Paks before using the e-Reader accessory.



Look for this icon on trading card packaging for cards designed to be used with the Game Boy Advance e-Reader accessory.



Look for this icon on Game Boy Advance or Nintendo GameCube™ game packaging for games designed to connect to the e-Reader accessory. You may need additional cable accessories to connect other systems to the e-Reader. See **Section 6, Connecting to Other Systems**, for more information.

External Extension Connector

For connecting the Game Boy® Advance Game Link® cable or the Nintendo GameCube™ Game Boy Advance cable (sold separately, see your local Nintendo retailer, visit our on-line store at www.nintendo.com or call 1-800-255-3700).

Accessory Slots

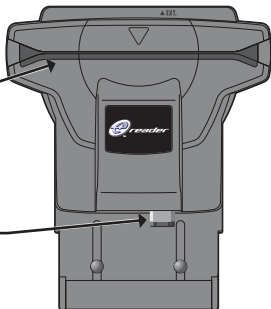
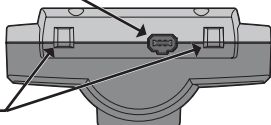
For attaching the Nintendo GameCube Game Boy Advance cable (sold separately, see your local Nintendo retailer, visit our on-line store at www.nintendo.com or call 1-800-255-3700).

e-Reader Card Slot

Slide the e-Reader card through this slot to scan the printed Dot Code.

External Extension Connector Plug

Fits into the External Extension Connector on the top of the Game Boy Advance.



GAME BOY ADVANCE



INSTRUCTION BOOKLET

2 Installing and Removing the e-Reader

1. Make sure the Game Boy Advance has battery power or is connected to the Game Boy Advance AC Adapter, then be sure the power is OFF on the Game Boy Advance.
2. Insert the e-Reader into the Game Pak Slot on the back of the Game Boy Advance (see Illustration 1).
3. Make additional connections to other systems if necessary (see **Section 6, Connecting To Other Systems**, for more information on different system connections).
4. Turn the Game Boy Advance Power Switch to the ON position. After a moment the e-Reader Title Screen will appear (see Illustration 2). See **Section 3, Using e-Reader Cards** for information about scanning the e-Reader cards.
5. To remove the e-Reader, turn the Game Boy Advance Power Switch to the OFF position and slide the e-Reader out of the Game Pak Slot (see Illustration 3).

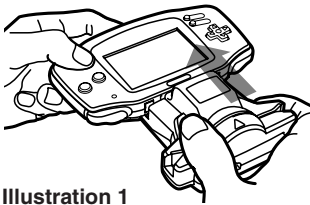


Illustration 1
Installing the e-Reader

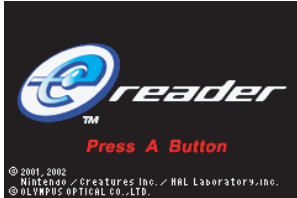


Illustration 2
Title Screen

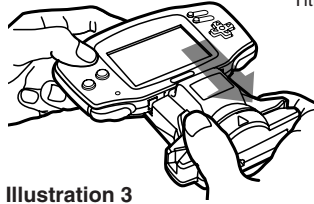


Illustration 3
Removing the e-Reader

3 Using e-Reader Cards

1. When you see the e-Reader Title Screen, press the A BUTTON on the Game Boy Advance to go to the Menu Screen (see Illustration 4).
2. Use the + Control Pad to select a menu item and press the A BUTTON.

- **Scan Card** - A "SCAN CARD" screen will appear (see Illustration 5). Hold the e-Reader card with the Dot Code side facing towards you and **slowly pass the coded area through the e-Reader Card Slot** (see Illustration 6). You should take between one and two seconds to scan the long side of the card. Slide the card either direction, but make sure it is fully inserted and the edge is flat against the bottom of the card slot.

If the screen shows that the card was scanned correctly, press the A BUTTON to use the scanned data (game, animation or other feature) or press the B BUTTON to continue scanning another Dot Code on the same card or on an additional card.

If you get an error message after scanning a card, try scanning again or review **Section 5, Error Messages - Read Error**.

Depending on the e-Reader card product, you may have to scan several cards to load the entire program.

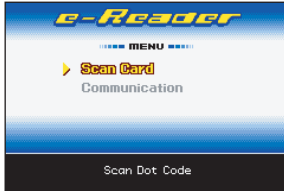


Illustration 4
Menu Screen

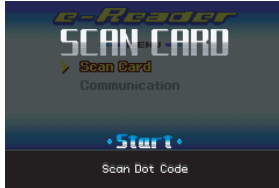


Illustration 5
SCAN CARD screen

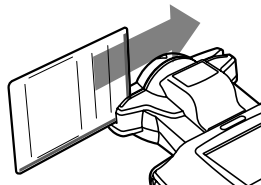


Illustration 6
Scanning an e-Reader card

- **Communication** - The e-Reader will make a connection to another device if you are using a cable accessory and additional system. See **Section 6, Connecting to Other Systems** for more information.

- **Access Saved Data** - The e-Reader will use information already saved in memory from an earlier e-Reader card scan (see Illustration 7).

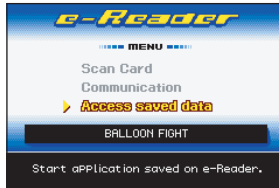


Illustration 7
Accessing saved data

4

e-Reader Card Precautions

It is very important that you take good care of your e-Reader cards.

A damaged or dirty card may not work in the e-Reader or may damage the delicate scanning mechanism inside the e-Reader. Scanning dirty e-Reader cards may contaminate the scanning device inside the e-Reader and prevent you from reading other cards that are in perfect shape. To prevent this from happening, please use the following guidelines:

- Do not fold, bend, tear or otherwise damage the card.
- Do not put tape, stickers or any other foreign objects on the card.
- Do not get the card wet or soiled with dirt, food or any other foreign material.
- Do not write on, mark on, scratch or otherwise damage the Dot Code on the card.

If you need to clean the e-Reader cards, wipe gently with a soft dry cloth.

5

Error Messages

You may see one of the following error messages when operating the e-Reader:

- READ ERROR** - This message will happen if you try to scan an e-Reader card and the e-Reader cannot read the information in the Dot Code. This can happen for several reasons.
- Card is scanned too fast.
 - Card is not touching the bottom of the e-Reader Card Slot.
 - Card is not scanned straight.
 - Scanning more than one card at a time.
 - Scanning with direct bright light on the e-Reader Card Slot.
 - Scanning a bent, damaged, dirty or modified card.
 - Scanning a card contained in a protective sleeve or envelope.

To re-scan a card, press any button to return to the "SCAN CARD" screen and try the scanning process again.

- TIME DELAY ERROR** - This message will appear if you have selected a menu item but the e-Reader does not get any input. This can happen for several reasons.
- Waiting too long after selecting the "SCAN CARD" menu item before scanning the e-Reader card.
 - Trying to scan the back of the card or other area of the card that does not have a Dot Code.
 - Trying to scan a card that is not an e-Reader card.

If you receive this error message, press any button to return to the previous menu item. If you continue to get this error message, refer to **Section 7, Troubleshooting**.

REGION ERROR - This message will appear if you are trying to scan an e-Reader card made for use in another region. For example, you would get this error if you tried to scan a Japanese e-Reader card. This e-Reader will only work with e-Reader cards made for the North, Central and South American regions.

e-READER MEMORY ERROR - This message will appear if there is an error in the e-Reader memory or a problem with saving information to the memory. Follow the on-screen instructions to correct the problem.

COMMUNICATION FAILURE - This message will appear if there is a problem when trying to connect to or communicate with another system. Follow the on-screen instructions and review **Section 6, Connecting to Other Systems**.

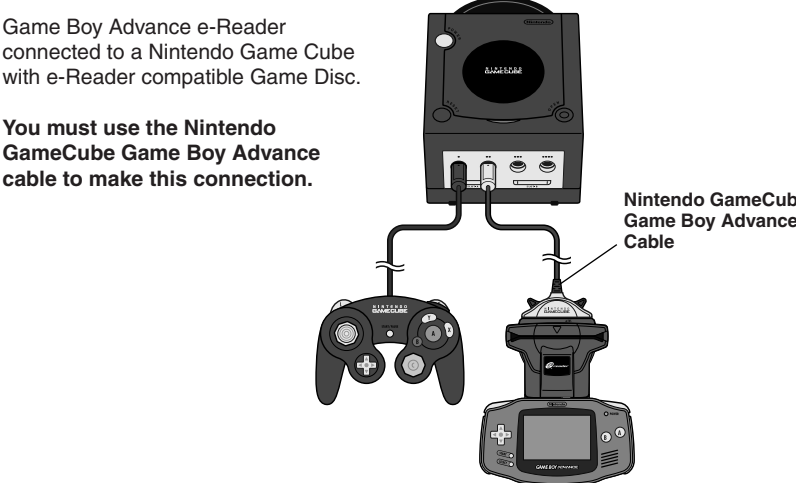
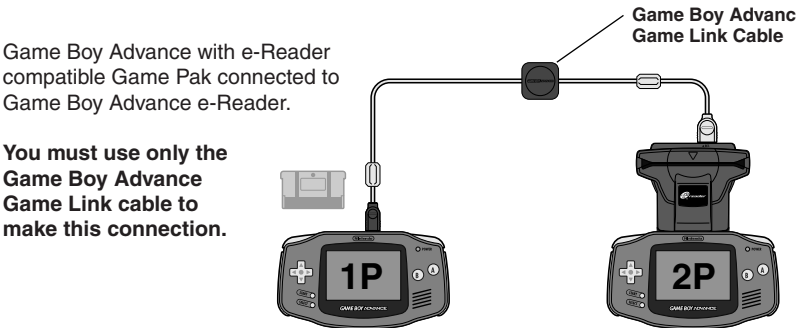
If you continue to receive error messages after following the on-screen instructions, please review **Section 7, Troubleshooting**.

6

Connecting to Other Systems

The e-Reader can connect to another e-Reader, Game Boy Advance or Nintendo GameCube, using the Game Boy Advance Game Link cable or the Nintendo GameCube Game Boy Advance cable. (Cables sold separately, see your local Nintendo retailer, visit our on-line store at www.nintendo.com or call 1-800-255-3700).

For this connection system to work, you must be using e-Reader cards, Game Boy Advance Game Paks or Nintendo GameCube Discs that include connectivity features. Please carefully read the packaging and instructions for the games you are playing to be sure these features are included and what connection accessories are required before you try any of the illustrated connection methods.



Connecting To Other Systems (Continued)

When connecting and using your e-Reader with other systems, please follow these guidelines:

- Make sure the power is turned OFF on all systems before attaching cables or loading Game Paks or discs.
- Read the instructions included with the Game Boy Advance or Nintendo GameCube game you are playing and make sure your connections are correct.
- Make sure the e-Reader cards and the Game Paks or discs you are using include connectivity features.
- Do not disconnect any cables or turn the power OFF during game play.
- When connecting to the Nintendo GameCube, check the instructions for the GameCube Disc you are using for which Controller Socket(s) the Nintendo GameCube Game Boy Advance Cable(s) is plugged into.

7

Troubleshooting (Before seeking assistance)

If you are having problems with your e-Reader, try the following remedies:

- Turn OFF the power on the Game Boy Advance and make sure the e-Reader is fully inserted into the Game Pak Slot.
- Make sure that both the e-Reader card and Card Slot are clean and free of dust, dirt or other foreign material. If necessary, clean the e-Reader card with a soft dry cloth.
- If you are using e-Reader cards that allow you to communicate with other systems, check the connections of all cables between systems.
- Review **Section 3, Using e-Reader Cards**, and make sure you are scanning them correctly.
- Make sure the e-Reader card is not bent, torn or damaged in any way.
- Some games require more than one card to be scanned in the correct order. Be sure to read the instructions on the cards you are using.
- If you are connected up to another Game Boy Advance or the Nintendo GameCube, make sure that the Game Boy Advance Game Pak or Nintendo GameCube Disc includes e-Reader features.

If your e-Reader still does not operate correctly after trying the above remedies, please visit the customer service area of our web site at www.nintendo.com or call 1-800-255-3700.

8

Warranty and Service Information

REV. M-1.2

You may need only simple instructions to correct a problem with your product. Try our web site at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved with the troubleshooting information available on-line or over the telephone, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTERSM. Please do not send any products to Nintendo without contacting us first.

HARDWARE WARRANTY
Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME & ACCESSORY WARRANTY
Nintendo warrants to the original purchaser that the product (games and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY
Please try our web site at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting assistance and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without contacting us first.

WARRANTY LIMITATIONS
THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

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This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is Nintendo of America Inc., P.O. Box 957, Redmond, WA 98073-0957, U.S.A.

This warranty is only valid in the United States.

RADIO FREQUENCY INTERFERENCE:

To meet FCC regulatory requirements, when using headphones please use Nintendo Stereo Headphones (sold separately, visit our on-line store at www.nintendo.com or call 1-800-255-3700). These headphones are designed to minimize radio frequency interference that may be generated when using the Game Boy Advance and e-Reader.

To get updates and information on new e-Reader releases, visit www.nintendo-e-reader.com

NEED HELP WITH INSTALLATION, MAINTENANCE OR SERVICE?



CUSTOMER SERVICE • WWW.NINTENDO.COM
or call 1-800-255-3700, MON. - SAT., 6:00 a.m. to 9:00 p.m.;
SUN., 6:00 a.m. to 7:00 p.m., Pacific Time (Times subject to change)

NEED HELP PLAYING A GAME?

Nintendo's game pages, at www.nintendo.com/games, feature walkthroughs, frequently-asked questions, and codes for many of our games. If your answer isn't there, check out our forums where you can exchange tips with other gamers online.

For more information about our forums, visit www.nintendo.com/community.

If you prefer to use your phone, recorded tips for some of our hottest games are available on our Power Line at (425) 885-7529. This may be a long-distance call, so please ask permission from whoever pays the phone bill.

TO PURCHASE ADDITIONAL NINTENDO ACCESSORIES OR PARTS, SEE YOUR LOCAL NINTENDO RETAILER, VISIT OUR WEB SITE AT WWW.NINTENDO.COM OR CALL 1-800-255-3700.

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